

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants	:	Helen Bucknall, Amanda)	Group Art Unit Unknown
		Emmett, Craig Woodcroft,)	
		Nigel Crompton)	
)	
Appl. No.	:	Unknown)	
)	
Filed	:	Unknown)	
)	
For	:	GAMING MACHINE WITH)	
		TRANSPARENT SYMBOL)	
		CARRIERS)	
)	
Examiner	:	Unknown		

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, D.C. 20231

Dear Sir:

Prior to examination, please amend the above referenced application as follows:

IN THE SPECIFICATION:

Immediately after the title, please insert:

Related Applications

This application claims priority to the Australian application PR2941 filed February 7, 2001 entitled "GAMING MACHINE WITH TOOL FEATURE" and is related to the international application PCT/AU00/01233 which is incorporated herein by reference.

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Filed : Unknown

Page 6, please amend the paragraph beginning on line 1 to read as:

“Figure 7 is a flow chart of one embodiment of the invention. The feature animations, composite symbols 54 with their appropriate alpha channel values and background scene are merged into an audiovisual library (AVL) media file.”

IN THE CLAIMS:

Please amend the Claims as follows:

2. (Amended) The method of Claim 1, further comprising the step of rendering a carrier of each of at least certain of the composite symbols transparent.

3. (Amended) The method of Claim 1, further comprising the step of rendering the portion of each composite symbol transparent by a software implementation.

4. (Amended) The method of Claim 1, further comprising the step of setting the portion of each composite symbol to an appropriate alpha channel value in an alpha channel range to achieve transparency of the portion of each composite symbol.

5. (Amended) The method of Claim 1, further comprising the step of employing an objects based graphics system for development of the composite symbol with portions of the composite symbol being rendered opaque.

6. (Amended) The method of Claim 1, further comprising the step of creating a representation of a flashing composite symbol.

7. (Amended) The method of Claim 6, further comprising the steps of placing a part of the background scene over the composite symbol and placing a flashing composite symbol animation on top of the part of the background scene to provide a flashing composite symbol.

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8. (Amended) The method of Claim 6, further comprising the step of causing the composite symbol itself to be flashed on and of directly on top of the underlying part of the background scene so that the background scene remains visible and any background animations continue while the composite symbol flashes.

REMARKS

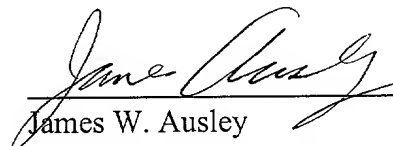
These changes are being made to claim the benefit of previously filed international applications, to bring the subject application into better conformance with U.S. practice, and to more distinctly claim what the Applicant regards as the invention. No new matter is being introduced. Entrance of the amendment is respectfully requested. Please charge any additional fees, including any fees for additional extension of time, or credit overpayment to Deposit Account No. 11-1410.

Respectfully submitted,

KNOBBE, MARTENS, OLSON & BEAR, LLP

Dated: 2/5/02

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Appl. No. : Unknown
Filed : Unknown

VERSION WITH MARKINGS TO SHOW CHANGES MADE

Additions are shown in **bold**.

Deletions are shown in [brackets].

IN THE SPECIFICATION:

Immediately after the title, please insert:

Related Applications

This application claims priority to the Australian application PR2941 filed February 7, 2001 entitled "GAMING MACHINE WITH TOOL FEATURE" and is related to the international application PCT/AU00/01233 which is incorporated herein by reference.

Page 6, please amend the paragraph beginning on line 1 to read as:

"**Figure 7 is a flow chart of one embodiment of the invention.** The feature animations, composite symbols 54 with their appropriate alpha channel values and background scene are merged into an audiovisual library (AVL) media file."

IN THE CLAIMS:

Please amend the Claims as follows:

2. (Amended) The method of Claim 1, **further comprising the step of** [which includes] rendering a carrier of each of at least certain of the composite symbols transparent.

3. (Amended) The method of Claim 1, **further comprising the step of** [which includes] rendering [said] **the** portion of each composite symbol transparent by a software implementation.

4. (Amended) The method of Claim [4] 1, **further comprising the step of** [which includes] setting [said] **the** portion of each composite symbol to an appropriate alpha channel value in an alpha channel range **to achieve transparency of the portion of each composite symbol.**

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5. (Amended) The method of Claim [4] 1, **further comprising the step of** [which includes] employing an objects based graphics system for development of the composite symbol with portions of the composite symbol being rendered opaque.

6. (Amended) The method of Claim 1, **further comprising the step of** [which includes] creating a representation of a flashing composite symbol.

7. (Amended) The method of Claim 6, **further comprising the steps of** [which includes] placing a part of the background scene over the composite symbol and placing a flashing composite symbol animation on top of the part of the background scene to provide a flashing composite symbol.

8. (Amended) The method of Claim 6, **further comprising the step of** [which includes] causing the composite symbol itself to be flashed on and of directly on top of the underlying part of the background scene so that the background scene remains visible and any background animations continue while the composite symbol flashes.